def flames\_game(name1, name2):

name1 = name1.lower().replace(" ", "")

name2 = name2.lower().replace(" ", "")

for char in name1:

if char in name2:

name1 = name1.replace(char, "", 1)

name2 = name2.replace(char, "", 1)

combined\_length = len(name1) + len(name2)

flames = "flames"

while len(flames) > 1:

index = (combined\_length - 1) % len(flames)

flames = flames[:index] + flames[index + 1:]

result = flames.upper()

return result

if \_\_name\_\_ == "\_\_main\_\_":

print("Welcome to the FLAMES game!")

name1 = input("Enter the first person's name: ")

name2 = input("Enter the second person's name: ")

result = flames\_game(name1, name2)

relationship = {

'F': 'Friends',

'L': 'Lovers',

'A': 'Affectionate',

'M': 'Marriage',

'E': 'Enemies',

'S': 'Siblings'

}

print(f"The relationship between {name1} and {name2} is: {relationship[result]}")

**Expected output=>**

**Welcome to the flames game!**

**Enter the first person’s name:**

**Enter the second person’s name:**

**The relationship between person first and second person is:**